

SX4® HOUSING CASE SPECIFICATIONS

Catalog # TS6200



SX4® with Construction Pattern

Convert an ETC SOURCE FOUR™ SPOTLIGHT into a scenic projector or gobo changer. The spotlight can be used with:

- 575W Incandescent
- 750W Incandescent
- 575W *HMI™
- 150W HID: 12,000 hours lamp life
- Modular interchangeable components

*HMI™ is the copyright trademark of OSRAM GmbH, all rights reserved.

There are four options for effects trays that can be used with the SX4® Case. They are as follows:

- Loop Tray: Continuous film loop effects
- Disc Tray: Round disc effects
- Six-Gobo Tray: Uses M-size patterns or Dichroic Glass GamColors® to make it a color changer
- Four-Gobo Tray: Holds four B-size patterns or Dichroic Glass GamColor® filters



SX4® Housing Case



SX4® Housing Case with effects tray

Dimensions:

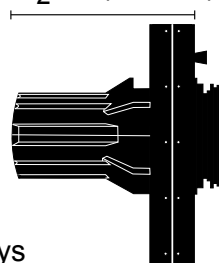
- Wide: 11 ⁵/₁₆ in. (28.7 cm.)
- Height: 10 ⁵/₈ in. (26.9 cm.)
- Deep: 9 ¹/₂ in. (24.1 cm.)
- Weight : 6 lbs.,5 oz. (2.84 kgs.)
- With Effects Tray: 9lbs.,10 oz. (4.28 kgs.)
- Finish: Hi-temp matte black paint
- Patent: US Patent # 6,926,427
August 9, 2005

Item Number	Description
TS6200	SX4® Housing Case
*TS6100	SX4® with Loop Tray
*TS6130	SX4® with Disc Tray
*TS6120	SX4® with Six-Gobo Tray
*TS6140	SX4® with Four-Gobo Tray

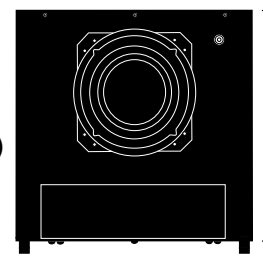
Add FS to catalog number to include shutters

* See separate specification sheets for effects trays

9 ¹/₂ in. (24 cm.)



10 ⁵/₈ in.
(26.9 cm.)



10 ⁵/₈ in.
(26.9 cm.)

11 ⁵/₁₆ in. (28.7 cm.)

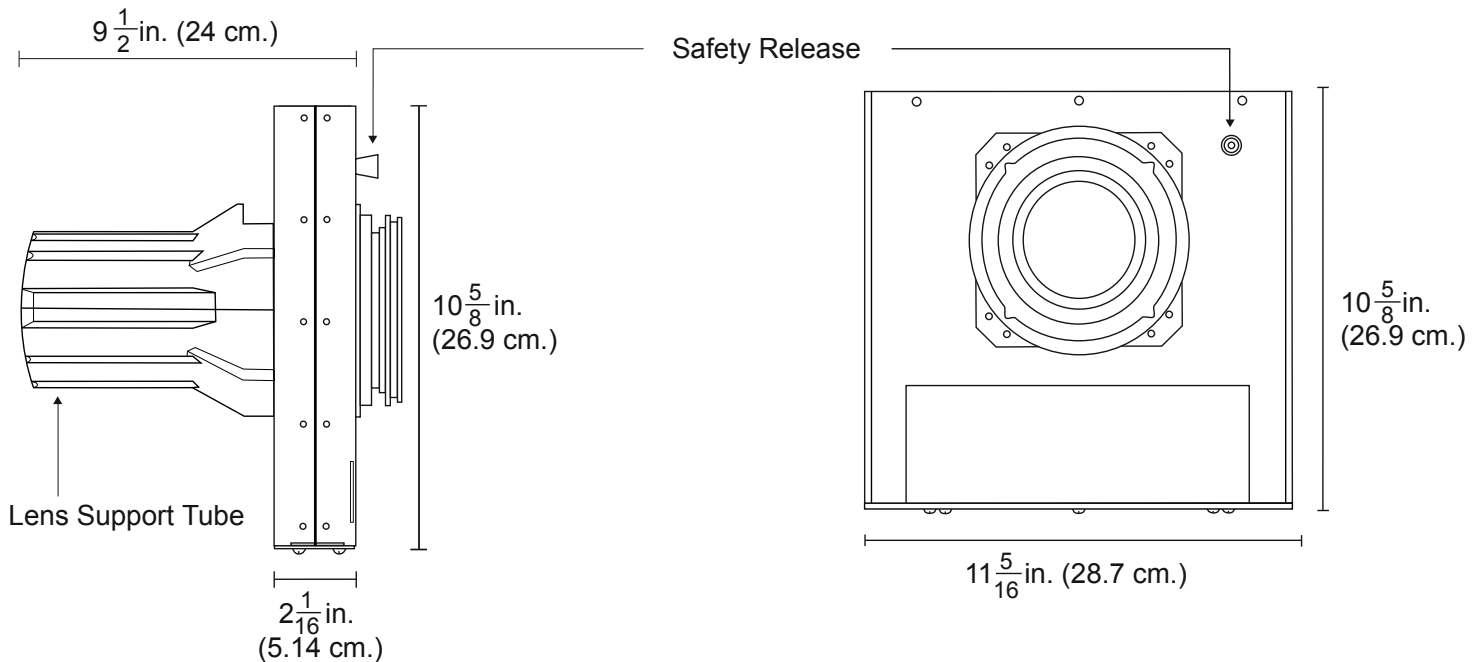
Special Effects Accessory Case shall be manufactured to easily mount in the ETC Source Four™ fixed angle lens Ellipsoidal spotlight (by others). It shall be manufactured using the identical mounting barrel assembly component to insure proper and convenient fit. Case shall be manufactured from aluminum and some steel components to minimize weight. Each of the fixed angle lenses from 5° to 90° (by others) shall be interchangeable and mountable in the barrel. Barrel rotation shall be the same as found on the ETC Source Four™ Ellipsoidal spotlight.

Special effects case shall be manufactured from sheet aluminum, 0.130 in. thick. Top shall be perforated to allow airflow for cooling and light baffled shielding to eliminate light spill. Case is designed to receive a family of effects cases that are interchangeable and simply slide into the case. There are two captive nuts for securing the tray in place. The round barrel assembly component shall be cast aluminum. An automatic safety latch is also provided. When the drawer slides past, it locks it in place automatically and the drawer may not be removed unless the safety latch is mechanically pulled to release it.

The case shall weigh 6 lbs. 5 oz. (without effects tray) and 9 lbs. 10 oz. with effects tray. The overall dimension shall be 11-5/16 in. wide, 10-5/8 in. high, and 9-1/2 in. deep. However, special effects case will only add 2-1/16 inches to the overall length of the original Ellipsoidal spotlight. Case will provide a drop-in iris slot. Finish on entire unit shall be flat black powder coated. SX4® Housing Case shall be model number **TS6200** as manufactured by GAMPRODUCTS, INC. of Los Angeles, California.

SX4® With Shutters Option:

The Case with framing shutters shall weigh 7 lbs. 10 oz. (without FX/Tray) and 11 lbs. 2 oz. with FX/Tray. Overall dimensions shall be 11-5/16 in. wide, 10-5/8 in. high, and 9-3/4 in. deep. However, Special FX/Case will only add 2-5/16 in. to overall length of original Ellipsoidal spotlight. Case will provide a drop-in iris slot. Finish on entire unit (except shutters) shall be flat black powder coated. Special FX/Case SX4® with shutters shall be model number **TS6200FS** as manufactured by GAMPRODUCTS, INC. of Los Angeles, California.



	120 Volt	230 Volt
SX4® Housing Case	TS6200	TS6200
*SX4® with Loop Tray	TS6210	TS6102
*SX4® with Four-Gobo Tray	TS6240	TS6142
*SX4® with Six-Gobo Tray	TS6220	TS6122
*SX4® with Disc Tray	TS6230	TS6132

*See separate specification sheets for effects trays

Add FS to catalog number for shutters. Ex: SX4® with Six-Gobo Tray **TS6122FS**